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About This Game

Ghostory is a 2D platformer designed around switching between physical and ghostly forms in order to solve increasingly taxing puzzles. Despite starting off with a curse, this is a light-hearted adventure, with an engaging plot, retro-styled pixel art graphics, and a wild menagerie of puns.

Ghostory won the Best Student Project prize at Game Access 2016.

Gameplay

In human form players can interact with levers, pick up keys, jump, and carry the backpack they'll have to leave behind when incorporeal. In ghost form, they can fly and pass through walls. Clever use of both forms is what will allow them to survive and escape the cave unscathed.

The game comes packed with dozens of carefully-crafted levels meant to tax your logical and lateral thinking skills and is never afraid to introduce new mechanics and unique puzzles as players venture deeper into the cave. Ghostory, despite its simple controls, always remains challenging and keeps offering fresh, often multi-tier puzzles.

Features

- Complex, occasionally fiendish puzzles.

- Dozens of unique levels.

- Smooth animations, and quality pixel art.

- Engagingly deep plot complete with rather silly puns.

- Atmospheric music to tie in with the detailed environments of each level.

- Smooth and responsive controls.

- Important mushrooms.

Story

In Ghostory, you take on the role of a lone traveler lost in the woods. Drinking water from a weird lake has placed a deadly curse on him, but also allowed him to transform into a ghost and fly - at will.

Thankfully, an old and irritatingly funny lady can help him prepare the required antidote, but she will need a very special mushroom for this. A mushroom that only grows in a seemingly safe cave nearby. Surely, nothing can go wrong now.

Title: Ghostory
Genre: Adventure, Casual, Indie
Developer:
RigidCore Games
Publisher:
RigidCore Games
Release Date: 23 Oct, 2017

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Minimum:

OS: Windows 7 or newer

Processor: Intel Core 2 Duo

Memory: 1 GB RAM

DirectX: Version 10

Storage: 300 MB available space

English,Czech,French,Italian,German,Bulgarian,Danish,Hungarian,Polish,Russian,Swedish

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To keep it concise, it's a solid wave shooter with some platforming thrown on top of it.

Now for the nitpicks:
\u2022 Could use with at least a diagonal front sprinting mechanic;
\u2022 Clipping issues - in my 70 minute gameplay interval I clipped around 10-11 times;
\u2022 Climbing could be improved - sometimes an edge could not be recognised as such and the game will happily plunge you to remake the journey to wherever you wanted to jump on;
\u2022 Server connectivity - looks like the multiplayer is P2P-based and you could either get flat out disconnected or there might be just one active server and if it's half a world away from you, you won't have a happy time playing. Two or three times I got reset when I had done a big jump across the map and the game just reset me to halfway across the jump to redo it again.
\u2022 Gun attachments do what they think it should do, but it's sometimes not noticeable and might confuse - for example you can add a sights attachment and it should increase your accuracy. I only noticed it when I put on an Advanced Sight and it gave a little dot in the middle of my reticule. Still don't know what do the gun legs do, might be a jab at BL3, I don't know.
\u2022 Enemies mainly come from the same spawning spot and don't vary too much. The enemy variety on the other hand is kinda okay - soldiers, jeeps, aliens, an AC130, tanks and that one spinny thing before the latest spinny thing rage.
\u2022 It sometimes feels like you are waiting more than you are playing - 3 minutes cooldown every round and after every match unless the players connect faster. This might only be a Regular difficulty timer and higher difficulties might give less time to prepare, but I couldn't find a server to join in so I didn't try.

\u25d8 At the time of writing weapons are not exactly balanced. I don't exactly hold this one as a nitpick, mainly due to the reason of balancing needing actual data to do properly. And you can't get data without players.

All in all, I'd say this game has a lot of potential but it needs work to make the gameplay a bit more fluid and hectic in my opinion.

At this time, unfortunately, I am on the fence if the game can be recommended and I say no until later.. So far I like the concept of the game and everything you can do I just feel like there is a lot of tweeking that needs to be done. From me getting perma stuck on walls to having no clue were I guess "quests" are and what I am really post to do.

The rogue guns blazing your own man type of game I like it a lot.. This game is absolutely fantastic. After a while of searching for a multiplayer, fast-paced action game for a great price I came to this gem. The gameplay is fast but responsive and skillful, there isn't a moment where you feel cheated by the controls. There's not a flaw in this game and you could easily kill hours playing this. Would recommend.

It's also a perfect price to gift a friend after you learn the skills then kick their butt.. until they get better than you xD. I would recommand reading Frosty Kiss special if you didn`t read Everlasting Summer before.
Because then the expertations are not to high.

It is a good short Visual Novel what is some kind of unoffical expention Ending to Everlasting Summer, with some small choices . Overall it`s interresting enough, that cause me to look for the Everlasting Summer to read the beginning and for this i`m happy and greatful what I read Frosty Kiss.

The music and art in the novel is really good, the only small thing what was strang at the beginning that it`s starts all in russian, I select screen for the languae would have bin better, but thats just a small thing.
. This game is too buggy. When my 4 year old miss clicked the sprites a few times, they stopped responding to clicks altogether.

The forth instalment of the series is in 3D!!!
Pros:
Nice soundtrack as always but I hope you guys can make more... The music is from the older games!
Cons:
Jumping mechanism can be more responsive. For example there's a pug coin in between 2 spikes and once you collected the coin it's very difficult to get out since the jumping mechanism is not responsive enough and the Pug will just run into the spike :(
Sometimes stuttering lmao I'm using a gaming laptop
6\/10. I need to fix it "the ue4-wuxiax game has crashed and will close". You think the universe is yours?

Hell no.

The universe belongs to who has more alts and injectors.. Let me start from basics, I didn\u2019t like the game. Mechanics is not intuitive, if it was 2014 game I wouldn\u2019t say anything but it is supposed to be new\u2026 dragging objects you want to use instead of clicking and hoping you\u2019ll hit just the right spot, moving back and forward to pick up the same item that is used in two scenes, map that requires 3 clicks before you can move to desired area, simply annoying.
The description of the game says \u201cunbelievable investigation\u201d but I only got bored and confused. The makers were trying to put it all into one story, mysterious murders, occultism, elites lives, ghosts, visions, portals\u2026. And because of that it felt random and illogical.
\u201cStunning hidden object scenes\u201d, well, maybe, but that doesn\u2019t justify using each scene twice (!) simply by changing the list of objects we are searching for.
Alternate day and night scenes\u2026. Let\u2019s be clear, it could be interesting, but the main character finds his grandfather\u2019s watch, discovers it can change daytime to nighttime and just accepts it, naturally this type of things happen all the time, I don\u2019t know why was I surprised. He also doesn\u2019t use it when it could be very useful, just in two scenes.
\u201cVariety of minigames and enigmas\u201d, that one is true. Unfortunately, variety means \u201coddity\u201d and you spend more time trying to figure out what they want from you than actually solving it.
\u201cIntriguing characters at the heart of a quest into the underground world\u201d, possibly, but none of them got introduced properly so you will not have a chance to be intrigued. And when it comes to the underground. Cut scenes with the character walking through underground tunnels, arrrgh! I\u2019m pretty sure it is there (multiple times) just to make the game seem longer than it actually is and to irritate the players.
The game is around 2 hours long but it feels much longer, not in a good way. When I finished I was happy to find out there is no bonus chapter.
To summarize, I do not recommend the game for the above reasons, if it was older game, I could forgive some of the drawbacks. The short list of pros doesn\u2019t balance the long list of cons.
. does not work on linux. Rather simple, but interesting. A bit back and forth, back and forth-ish.. There is a lot of work to be done, but I want to go ahead and give this a thumbs-up. What is here is sort of a skeleton of a really fantastic game (which will already offer quite a bit of fun to hardcore fans of the genre).

And yes I feel pretty confident in my assessment after <1 hour. Keep up the good work devs!
. I really love RPG games, and decided to give this a chance because they were on sale really cheap. This is some creepy pervy stuff. Can't recommend unless you are a perv.. Sorry,but i didnt find this game very interesting.. I love this game. First game in my experience that clearly tells that it doesn't want people to play it.

Started first battle. As soon as I got to the capture point, game said 'connection lost'. I play many online games and I have no problems with connections to them, so it's obviously NOT problem on my side. Reconnection? No, this game doesn't do it. So, it just kicked me back into the main menu, where NON-SKIPPABLE tutorial tells me to equip gun that I've just got as a reward for my first mission. But I got DCed, I have no rewards! But tutorial doesn't let me play game if I won't equip 'new gun'. Quit the game, reconnect? Tutorial is still there! No chance to play without completing it! Best game design ever!

11/10, would not play this game again!